

*Register online at*  
[www.eagamereg.com](http://www.eagamereg.com)

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

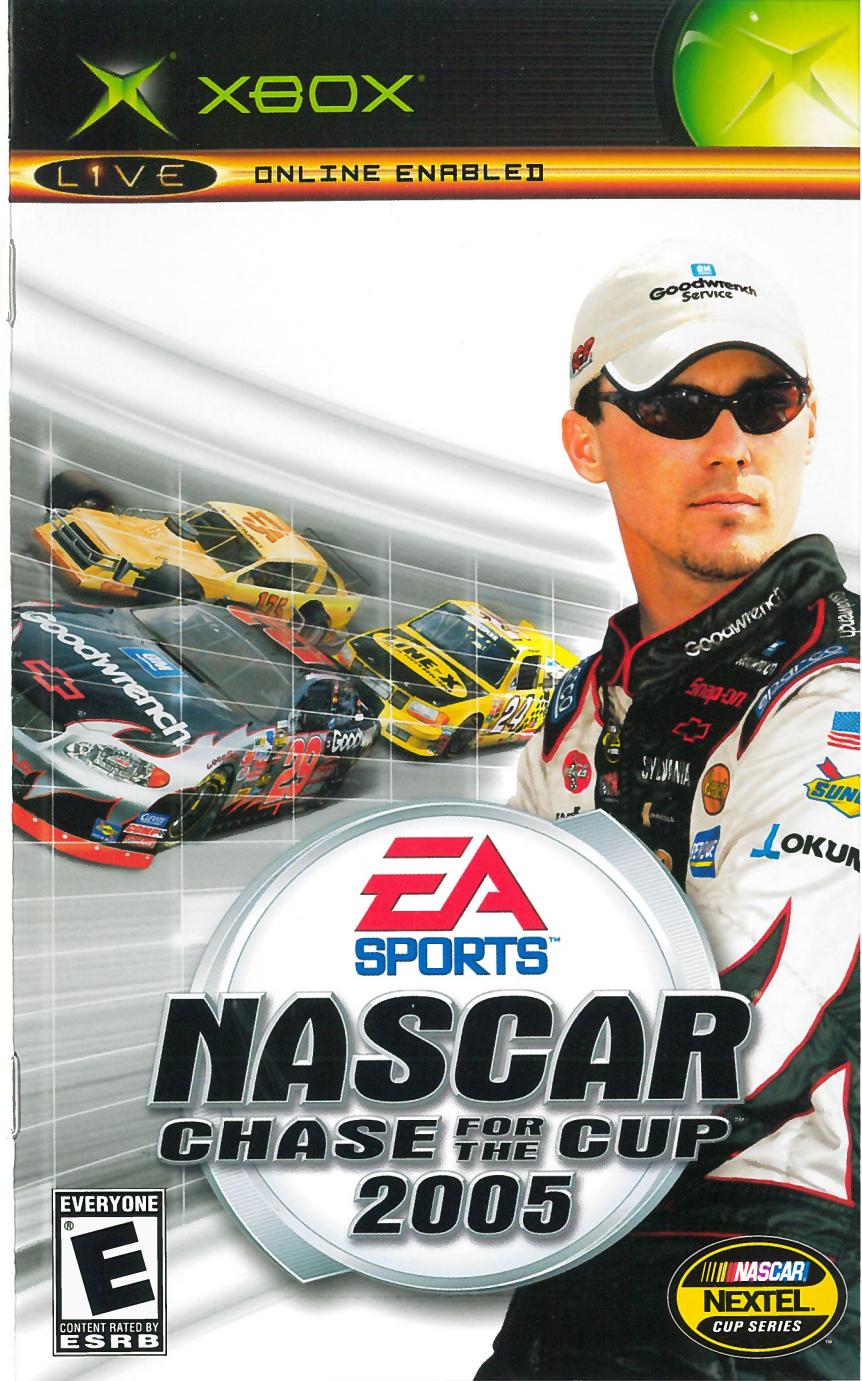
GAME ACCESS CODE:

14776

*It's Fast. It's Easy. It's Worth It!*



Electronic Arts Inc, 209 Redwood Shores Parkway, Redwood City, CA 94065.  
© 2004 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTSTM, EA SPORTS BIGTM, and EA GAMESTM are Electronic Arts™ brands. All other trademarks are the property of their respective owners. 1477605



## ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

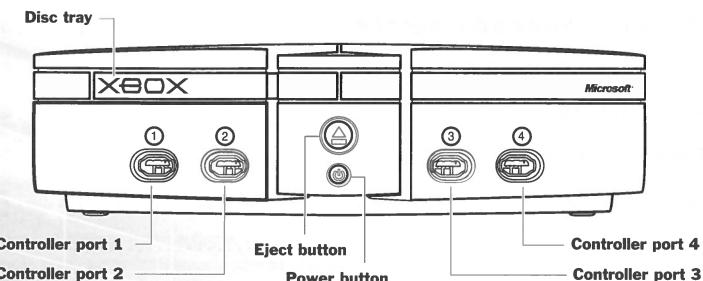
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

## CONTENTS

<b>USING THE XBOX® VIDEO GAME SYSTEM</b>	<b>2</b>
<b>USING THE XBOX CONTROLLER</b>	<b>3</b>
<b>COMPLETE RACING CONTROLS</b>	<b>4</b>
<b>FIGHT TO THE TOP</b>	<b>4</b>
<b>ON THE TRACK</b>	<b>6</b>
<b>OTHER RACE MODES</b>	<b>7</b>
<b>XBOX LIVE™</b>	<b>8</b>
<b>MY NASCAR®</b>	<b>10</b>
<b>OTHER FEATURES</b>	<b>10</b>
<b>SAVING AND LOADING</b>	<b>10</b>
<b>LIMITED 90-DAY WARRANTY</b>	<b>11</b>

For more info about this and other titles, check out EA SPORTS™ on the web at  
[www.easports.com](http://www.easports.com).

## USING THE XBOX® VIDEO GAME SYSTEM



1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NASCAR® 2005: Chase for the Cup™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NASCAR® 2005: Chase for the Cup™*.

### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

#### TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

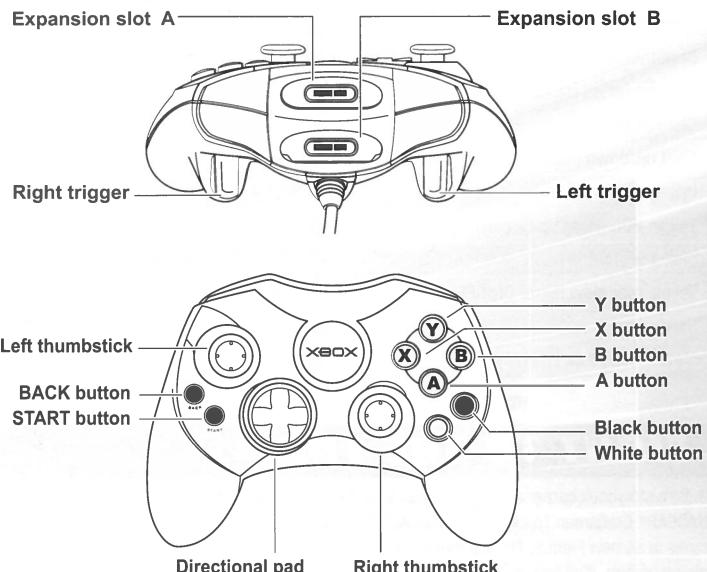
### TAKE NASCAR 2005: CHASE FOR THE CUP BEYOND THE BOX

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

### CONNECTING

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see [www.xbox.com/connect](http://www.xbox.com/connect).

## USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NASCAR 2005: Chase for the Cup*.

### MENU CONTROLS

Highlight menu items	
Cycle choices/Move sliders	
Select/Go to next screen	
Return to previous screen	

## COMPLETE RACING CONTROLS

Steer	
Throttle	
Brake/Repair	
Reverse (when stopped)	
Change view	
Shift up/down (manual transmission only)	
Intimidator	
Toggle HUD (Head Up Display)	
Share Draft	
Toggle rear view mirror ON/OFF	(click)
Pause game	
Mute voice (Xbox Live only)	(click)

## FIGHT TO THE TOP

Build a storybook career as you work your way through the NASCAR® Featherlite Modified Series, NASCAR® Craftsman Truck Series, NASCAR® National Series, and NASCAR® NEXTEL Cup Series ranks in all-new Fight to the Top mode. Earn money and prestige as you win races and build a racing empire. It all begins when Ryan Newman challenges you to a race in New York City. If you win the race, you can continue in the Fight to the Top mode (see below).

### FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. He can point you in the right direction to jumpstart your racing career.

**Select Event** Review the schedules for different weeks, and then select the event you want to enter.

**Early in your career you may find empty weeks in your schedule. Pull to skip to the next week.**

**Race Shop** Sign driver contracts or buy teams to race in any of the four racing series. Manage your purchased teams from your Race Shop.

**You must complete your first season under contract before you may buy a team.**

- ❖ As a driver, just focus on racing. Finish well, increase your Prestige rating, and draw interest from better-funded teams that invite you to prove your skills in Test Sessions. Perform well there, and you'll soon receive offers for better rides.
- ❖ As a driver/owner you earn more money, but you also must manage all aspects of your team. After you buy a new team, you need to sign a sponsor, train your pit crew, create your car's paint scheme, and manage your merchandising.

## FIGHT TO THE TOP CONT.

**You cannot be a driver and a driver/owner in the same series during a season. If you are under contract in a series, you cannot purchase a team in that series until after your contract expires. Make your team decisions at the beginning of each season.**

When competing in multiple series at the same time, multiple events may occur on the same day. However, you can't be in two places at once. As an owner, you can hire a driver to race an event for you. Select HIRE DRIVER, and choose the driver who best fits your budget.

**Game Status** Check your prestige, fan support, cash reserves, and overall progress in your Chase for the Cup.

**My NASCAR®** For more information, see p. 10.

### SEASON INFO

Track your progress through the NASCAR season. Review the Calendar, your Contract History, Track Performance, Season Standings, and Pole Awards.

### PHONE MESSAGES

Read your phone messages from time to time, as your agent brings you news of offers from other teams and sponsors, as well as tips on events on your calendar, and helpful game advice. After you listen to a message, it is stored in the Phone Messages screen.

### HEROES, VILLAINS, FANS, AND PRESTIGE

In Fight to the Top mode, you can choose to be a Hero or a Villain. Remember, your performance on the track earns you more than money.

- ❖ Your Hero or Villain status is displayed in the Fight to the Top Main menu.

**Hero** Heroes fight to win without using tactics that could anger other drivers. They can also Share Draft with other drivers more easily.

**Villain** Villains do whatever it takes to win—even if that means knocking other drivers out of the race. Villains can also intimidate other drivers more easily using the Intimidator control.

**Prestige** Perform well on the track and you increase your Prestige. Drivers with high Prestige receive offers to drive in Test Sessions. Drive well in a Test Session, and you can earn contracts to compete in better racing series.

**Fan Support** Fans flock to drivers who know how to win, Hero or Villain. They also like drivers who take time to sign autographs. Adding fans means you make more money from your merchandise trailer.

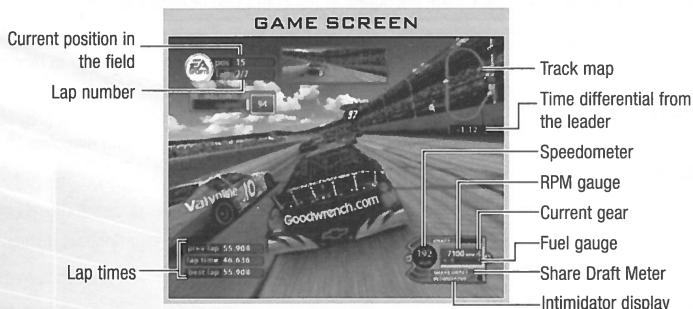
### SHOWDOWN AND CHARITY RACES

**Showdown Races** If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races in production cars. Winning some Showdown Races may unlock a production car for use in Race Now mode.

**Charity Races** Drivers with high prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, you can earn extra Hero/Villain points, a Skill Point bonus, fans, or all of the above.

## ON THE TRACK

While racing, you have to be aware of your surroundings at all times. Read this section to prepare yourself for NASCAR racing.



### DRAFTING, FLAGS, AND SKILL POINTS

#### Grudges & Alliances

When you bang into or intimidate another car, that car's driver may remember it on the next lap or even the next race. Similarly, if you let a driver share draft off of you, you can become allies, and you may gain some help from him on a later lap. A red icon displayed above a car indicates that driver holds a grudge against you.

#### Standard Drafting

When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. Additionally, you can save gas. The blue meter shows the current strength of the regular draft.

#### Share Draft

When the green draft meter fills to the top, press **A** to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver. The green meter fills faster if your driver is a Hero.

#### Intimidator

Similar to drafting, you can intimidate other drivers with your car. To be an Intimidator, approach the bumper of another car. When the red draft meter fills completely, press **B** to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but the other driver may hold a grudge against you. The red meter fills faster if your driver is a Villain.

#### Flags

During the course of a race, flags are displayed to indicate changes in track conditions. A yellow flag means that you must slow down and maintain your current position in the field.

**There are no yellow flags in Featherlite or Production Car races.**

A white flag is displayed when the leader of the field crosses the finish line to begin the last lap of the race. If he crosses the finish line again in first place, he receives the checkered flag of victory.

#### Pit Stops

During longer races, you have to make pit stops to refuel, get new tires, and repair your car. When you enter pit row, you must enter at 70 mph or below. You can change your pit options before you reach your stall. For more information, see Pit Options on p. 10.

## ON THE TRACK CONT.

**Pit stops are not allowed in Featherlite and Production Car races.**

#### Skill Points

Earn Skill Points in each race (excluding multiplayer and online modes) by driving well and completing laps without damaging your car. Use Skill Points to purchase Thunder Plates that unlock tracks, cars, sponsors, and more. For more information, see p. 10.

## PAUSE MENU

From the Pause menu, you can review your Pit Options and Game Options, or you can resume, restart (Race Now mode only), or quit the race.

#### Pit Options

**(via Pause Menu)** For the next pit stop, you can make changes to your setup or set the amount of fuel and number of tires to add. An increase to any of these settings adds time to your pit stop.

## OTHER RACE MODES

To acquire Skill Points that can be spent on Thunder Plates, try the Lightning Challenge, SpeedZone, and Chase for the Cup modes.

## RACE NOW

To take the green flag as fast as possible, select RACE NOW. In the Race Now Settings screen, you can choose the series in which you want to race: NASCAR NEXTEL Cup Series, NASCAR National Series, NASCAR Craftsman Truck Series, NASCAR Featherlite Modified Series, and Production. Each series features its own type of cars.

- ▷ To play a multiplayer game, plug in a second controller and highlight PLAYERS. Then, press **△** to select 2. You and a friend can now race head-to-head.
- ▷ The Production Cars series allows you to race any production cars you have unlocked in Fight to the Top mode.
- ▷ In the Pre-Race menu, you can choose to Practice on the track or attempt to Qualify for the race. After qualification, you can use the Happy Hour session to fine-tune your car's setup.

## CAR SET-UP PRESENTED BY AUTOZONE

In the Car Set-up screen, you can make adjustments to your car's set-up to match conditions on the current track. To return your car to its default setup, select DEFAULT SET-UP.

## SEASON

Race an entire NASCAR season in any of the four series. In the Difficulty screen, select your series, the number of races in it, the difficulty level, and the length of each race.

## LIGHTNING CHALLENGE

Relive some of NASCAR Racing's greatest moments of the past year. When you complete a Lightning Challenge, you earn Skill Points, which can be spent on Thunder Plates.

## SPEEDZONE

Practice specific skills such as passing, blocking, and drafting. Win the challenge, and earn Skill Points to buy Thunder Plates.

## CHASE FOR THE CUP™

Be a part of NASCAR Racing's exciting new scoring system. The Chase begins with ten races left in the season, with each driver separated by five points in the standings. If you win the Chase, you earn Skill Points based on your selected difficulty settings and your starting position in the Chase field.

In the Contenders List, add individual drivers to your field, or let the computer fill out the field automatically.

## XBOX LIVE

Take on the best racers in the country or your best friend from across the street in races for up to four players.

If you time out of an online race, you may still be incurring phone and connection charges through your ISP.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 18+ TO SUBSCRIBE TO XBOX LIVE™.

EA MAY RETIRE ONLINE FEATURES AFTER 30-DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2004-2005 NASCAR® SEASON.

### WELCOME TO NASCAR® 2005: CHASE FOR THE CUP™ ONLINE

<b>Quick Match</b>	Let EA SPORTS™ Online find an opponent for you based on your Quick Match settings, so you can get racing right away.
<b>OptiMatch</b>	Narrow your search by selecting the Series, Track, and Race Length of your desired race.
<b>Online Lobby</b>	Go to the Online Lobby to browse the waiting rooms to find a suitable race.
▷	To create a race from the Online Lobby, highlight your own Gamertag, then press <b>○</b> or <b>A</b> to get the race options. Then, select your driver and go to your race's holding room. For more information, see <i>Holding Room</i> below.

**NOTE:** Availability of online race options, such as number of players and AI drivers, may vary depending on connection speeds.

▷ To join a race in a Chat Room, press **○** to toggle between the User List and the Race List. After you join a race and select a driver, you are placed in the Holding Room. For more information, see *Holding Room* below.

**Leaderboards** Check out the best of the best in online *NASCAR 2005: Chase for the Cup* racing.

**My Career** Track your online racing career.

**My NASCAR®** Review your online accomplishments and more.

## HOLDING ROOM

In the Holding Room, gather with other players competing in your race before it begins. To launch the race that you created, press **○**. To view race parameters, pull **R**.

To chat with other drivers in your race, press **○**. Enter your message through the online keyboard.

## XBOX LIVE CONT.

### PLAYER OPTIONS

From here you can send or read a private message, block or unblock, add or remove that player to or from your EA SPORTS Messenger, or report abuse.

### CHEATING PREVENTION

The following rules are applied to online games to prevent cheating:

- ▷ All races are ranked.
- ▷ A user is charged with a loss and a disconnect for exiting a ranked race before it is finished.
- ▷ Users are penalized for delaying games.

### EA SPORTS™ MESSENGER

Keep track of your friends, chat, and offer feedback with the EA SPORTS Messenger.

### TO SEARCH/ADD A FRIEND

Press **Y** to open the EA SPORTS Messenger, and then press **Y** again to search for a friend. To add a friend, highlight his name and press **A**. A Friend Request is sent to him. Once accepted, the Friend is automatically added to your EA SPORTS Messenger.

### SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press **A** and then choose SEND MESSAGE. To send one message to multiple Friends in your EA SPORTS Messenger, highlight the Friends to include and press **○** to flag them. To send a Group Message to all selected Friends, highlight one of them and press **A**.

### BLOCKING/FEEDBACK

You can block any player from corresponding with you. You can also leave positive or negative feedback for any player. Please note that abusing the feedback system can result in action against your account.

### EA SPORTS™ TICKER AND MEDALLION

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker shows you the results of real races and scores of other sporting events. Keep an eye on the ticker for news and information from EA SPORTS.

The EA Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

If you are disconnected from the network for any reason, the screen becomes gray, and the ticker indicates, "You have been disconnected, press **B** to sign in again."

## MY NASCAR®

Review your Skill Points, Thunder Plates, and Best Lap times, or adjust your game settings. You can also Save and Load your progress.

### THUNDER PLATES

When you earn Skill Points you can use them to buy Thunder Plates, which unlock tracks, cars, sponsors, and more.

### SKILL POINTS

In the Skill Points screen, you can see your total Skill Points earned and a list of available bonus tasks and the rewards you can earn by completing them in-game.

### SETTINGS

Adjust your Gameplay, Controller, Music, and Audio settings.

## OTHER FEATURES

### CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now, Season, and Chase for the Cup modes. After you select the series and a car skin, the Modify Paint Scheme screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors.

### EA SPORTS™ EXTRAS

Check out the EA SPORTS Extras to see the people who made the game and learn about upcoming EA titles. Select REPLAY PROLOGUE to race Ryan Newman in New York again.

## SAVING AND LOADING

Keep track of your records, settings, and more by saving your game file to your hard disk.

### TO SAVE YOUR GAME PROGRESS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select SAVE.
2. The Save menu appears. Highlight a NEW SAVE slot and press **A**.
3. To overwrite an existing save file, highlight the save file you wish to replace and press **A**.
- ◆ You can toggle AutoSave in the Save screen.

### TO LOAD SETTINGS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select LOAD to load your game.
2. The Load menu appears. Highlight the game you wish to load and press **A**.

**Storage on the Memory Unit (MU) is not supported.**

## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS™ LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or oblige Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA Warranty Mailing Address: Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

### NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

**TECHNICAL SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322.

### TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

FTP Site: <ftp://ea.com>

Mailing Address: Electronic Arts Technical Support, P.O. Box 9025, Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.)  
CTS 7 days a week 10:00 AM – 8:00 PM. If you are under 18 years of age parental consent required.

**Package Cover Photography:** Brian Cleary/Icon SMI

Certain clip art images copyright © 2004 Electronic Arts Inc. and its licensors.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. NASCAR, the NASCAR bar logo, and Chase for the Cup are all trademarks of the National Association for Stock Car Auto Racing, Inc. SUBWAY is a registered trademark of Doctor's Associates Inc. National Guard used by permission of the National Guard Bureau. Roush Racing and Greg Biffle's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. "Jeff Burton's name and/or likeness used by authority of Roush Racing, Livonia, MI." Copyright 2004 NetZero, Inc. NetZero is a registered trademark and the NetZero logo is a servicemark of NetZero, Inc. Copyright 2004 Haas Automation, Inc. "Roush Racing's and Kurt Busch's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. © Unless otherwise indicated, all trademarks are owned by Newell Rubbermaid, Inc. or its subsidiaries, and are used by permission. All rights reserved." Name and Likeness of Ricky Craven are licensed by Hawk Sports Management, L.L.C. © 2004 HSM, L.L.C. All rights reserved. Tide, the Bullseye Design, Downy, Mr. Clean and Mr. Clean Man Design are trademarks used under license from The Procter & Gamble Co. PPI, PPI Motorsports and the stylized numeral 32 are trademarks of PPI Motorsports, L.L.C., and are used under license. The name, signature and likeness of Dale Earnhardt, Jr., the stylized #8, likeness of the #8 racecar and the Dale Earnhardt, Inc. crest or script logo are licensed under the administration of Dale Earnhardt, Inc. © 2004 JG Motorsports, Inc. The name and likeness of Jeff Gordon and the likeness of the #24 DuPont Chevrolet is used under license granted by JG Motorsports, Inc. © 2004 J.G. Motorsports, Inc. Jeff Gordon name, likeness and signature and likeness of the J.G. Motorsports Inc. # 24 DuPont/Pepsi Monte Carlo are used under license by J.G. Motorsports, Inc. PEPSI, PEPSI-COLA, and the Pepsi Globe design are trademarks of Pepsi Co. Inc. The Stylized "31", the likeness of the Number 31 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, LLC, and are used under license from Richard Childress Racing Enterprises, LLC. The name, likeness and signature of Robby Gordon are trademarks of Team Gordon, Incorporated, and are used under license from Team Gordon, Incorporated. "Cingular", "Cingular Wireless" and the Cingular Logo are Trademarks of Cingular Wireless LLC, and are used under license from Cingular Wireless LLC. Jeff Green name and or likeness used under license by Petty Marketing Company, LLC. "The General Mills trademarks used under license." The Stylized "29", the likeness of the Number 29 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, LLC, and are used under license from Richard Childress Racing Enterprises, LLC. The name, likeness and signature of Kevin Harvick are trademarks of Kevin Harvick, Incorporated, and are used under license from Kevin Harvick, Incorporated. The Trademarks "Goodwrench" and "GM" are used under license from General Motors Corporation. UPS®, UPS.COM®, UPS Racing logo® and the UPS logo® are trademarks of United Parcel Service of America, Inc. and used under license. Dale Jarrett and Robert Yates Racing trademarks are used under license. © 2004 J.G. Motorsports, Inc. The name and likeness of Jimmie Johnson and the likeness of the #48 Lowe's Chevrolet are used under license granted by J.G. Motorsports, Inc. Penske-Jasper Racing Company trademarks, including the #77 and the likeness of the racecar, and Brendan Gaughan's name and/or likeness are granted by license from Penske-Jasper Racing Company. KODAK, EASY SHARE, OFOTO and Trade Dress are trademarks of Eastman Kodak Company used under license. JASPER marks are registered trademarks of Jasper Engine and Transmission Exchange, Inc. © / @ 2004 Evernham Motorsports, LLC. 9@ and the E with checkered flag are registered trademarks of Evernham Motorsports, LLC. Dodge® is a registered trademark of DaimlerChrysler Corporation. "The yellow/black color scheme is a trademark for DEWALT Power Tools and Accessories. The DEWALT® trademarks, Roush Racing and Matt Kenseth's name and / or likeness used by authority of Roush Racing, Livonia, MI." "Bobby Labonte"®, "#18"®, and "Interstate® Batteries" licensed under authority of Joe Gibbs Racing, Huntersville, NC. TM, © Kellogg Canada Inc. in/dans Canada. TM, © Kellogg Company elsewhere/partout ailleurs/en otros países. © 2004 Kellogg Company. Used under license/utilize sous license/bajo licencia. © 2004 America's Dairy Farmers and Milk Processors. got milk?® is a registered trademark of the California Milk Processor Board. ® #5 design, © Hendrick Motorsports. Used under license/utilize sous license/bajo licencia. © 2004 Hendrick Motorsports. © 2004 Sterling Marlin, Chip Ganassi Racing with Felix Sabates. All rights reserved. "Roush Racing's and Mark Martin's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. Pfizer and the blue diamond tablet shape are registered trademarks of Pfizer Inc. Used under license." © 2004 Jamie McMurray, Chip Ganassi Racing with Felix Sabates. All rights reserved. "Trademarks with permission of Chevron Texaco." © 2004 Casey Mears, Chip Ganassi Racing with Felix Sabates. Target, The Bullseye Design and Target are registered trademarks of Target Brands, Inc. Used under license. All rights reserved. Joe Nemechek Name and Likeness Licensed by ©2004 MB2 Motorsports, LLC / IAM-JFN, Inc. Permission to use these insignia, marks or logos in no way implies endorsement of products, services, events or organizations by the Department of the Army or any other component of the Department of Defense. ©2004 U.S. ARMY. ©2004 USC Corporation. USG and SHEETROCK Brand, names and marks licensed by The Specialized Marketing Group, Inc., Deerfield, Illinois. Penske Racing South, Inc. trademarks, including the #12 and the likeness of the racecar, and Ryan Newman's name and/or likeness are granted by license from Penske Racing South, Inc. ALLTEL marks are registered trademarks of ALLTEL Corp. ExxonMobil marks are registered trademarks of ExxonMobil Corp. SONY marks are registered trademarks of SONY

Corporation. Kyle Petty name and/or likeness used under license by Petty Marketing Company, LLC. "The Georgia-Pacific trademarks are used under license." The 'Valvoline' trademarks, and Scott Riggs' name and/or likeness are used by authority of MBV Motorsports, Concord, NC. © 2004 MBV Motorsports/Scott Riggs Enterprises, Inc. Eagle One ® The registered trademark of Ashland, Inc., Eagle One Industries, Inc. A division of Ashland, Inc. © 2004 MBV Motorsports/Scott Riggs Enterprises, Inc. "The 'Ford Motorcraft' trademarks, 'Wood Brothers Racing' and 'Ricky Rudd's' name and/or likeness used by authority of Roush Racing, Livonia, MI." TM, ® & M&M's, the letter and the M&M's Characters are registered trademarks of Mars, Inc. © Mars, Incorporated 2004. Elliott Sadler and Robert Yates Racing are used under license. The Stylized "30", the likeness of the Number 30 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, LLC, and are used under license from Richard Childress Racing Enterprises, LLC. The name, likeness and signature of Johnny Sauter are trademarks of John Sauter Enterprises, Inc. and are used under license from John Sauter Enterprises, Inc. "America Online", "AOL", "AOL for Broadband" and the AOL Logo are registered Trademarks of America Online, Incorporated, and are used under license from America Online, Incorporated. "Tony Stewart"®, "#20"®, and "The Home Depot"® licensed under authority of Joe Gibbs Racing, Huntersville, NC. ©2004 Licensed by Rusty Wallace Inc. and Penske Racing South Inc. The name, signature and likeness of Michael Waltrip are licensed under the administration of Dale Earnhardt, Inc. The Michael Waltrip trademark and the name signature and likeness of Michael Waltrip are owned by, and used under license from Michael Waltrip, Inc. and/or Michael Waltrip. The stylized #15, likeness of the #15 race car and the Dale Earnhardt, Inc. crest or script logo are under the administration of Dale Earnhardt, Inc. Scott Wimmer and Bill Davis Racing trademarks and likenesses are used under license from Caterpillar Inc. CAT, CATERPILLAR and their design marks are registered trademarks of Caterpillar Inc. © 2004 Caterpillar Inc. GMAC is a registered service mark of General Motors Acceptance Corporation, used under license by Hendrick Motorsports © 2004 Hendrick Motorsports. The Stylized "3", the likeness of the Number 3 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, Incorporated, and are used under license from Richard Childress Racing Enterprises, Incorporated. The Trademarks "Goodwrench" and "GM" are used under license from General Motors Corporation. Richard Petty items licensed by Petty Marketing Company, L.L.C. the Richard Petty name, signature and silhouette are exclusive trademarks of Petty Marketing Company, L.L.C. The Charter Communication trademarks, 'Roush Racing' and Greg Biffle's name and/or likeness used by authority of Roush Racing, Livonia, MI. Roush Racing's and Jeff Burton's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. © 2004 SOPUS Products. All rights reserved. © 2004 Hendrick Motorsports. Roush Racing and Matt Kenseth's name and / or likeness used by authority of Roush Racing, Livonia, MI. © Bayer Corporation. Roush Racing's and Mark Martin's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. © 2004 SOPUS Products. All rights reserved. Paul Menard, Andy Petree Racing and Menards are licensed under the authority of Andy Petree Licensing. Flat Rock, NC. 2004. The Superchips, Inc. trademarks, and Carl Edward's name and/or likeness used by authority of Roush Racing, Livonia, MI. Roush Racing's and Jon Wood's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. Chicagoland Speedway™ used under license. Dover International Speedway® used under license. Monster Mile® Concrete Monster™ Monster Bridge™. Indianapolis Motor Speedway® is a registered trademark of Brickyard Trademarks, Inc., used under license. NHRA and the NHRA names, track names and logos, including IRLP and Indianapolis Raceway Park, are service marks, trademarks and/or registered trademarks of the National Hot Rod Association. Martinsville Speedway™ used under license. Milwaukee Mile used under license. "New Hampshire International Speedway"®, "Magic Mile"®, "Loudon Classic"® and the related images and logos are the proprietary property of New Hampshire Speedway, Inc., and are used under license from New Hampshire Speedway, Inc. Atlanta Motor Speedway®, Bristol Motor Speedway®, Infineon Raceway™, Las Vegas Motor Speedway®, Lowe's Motor Speedway™, and Texas Motor Speedway® including name, likeness, logos, event names and event logos are registered trademarks of Speedway Motorsports, Inc. © Officially licensed product of Speedway Motorsports, Inc. © 2004. CALIFORNIA SPEEDWAY®. DARLINGTON RACEWAY®, DARLINGTON®, TOO TOUGH TO TAME®. DAYTONA INTERNATIONAL SPEEDWAY®. DAYTONA®, DAYTONA SPEEDWEEKS®, SPEEDWEEKS®, DAYTONA USA®, DAYTONA 500®, THE GREAT AMERICAN RACE™. HOMESTEAD - MIAMI SPEEDWAY®. KANSAS SPEEDWAY®. MICHIGAN INTERNATIONAL SPEEDWAY®, MIS®. NAZARETH SPEEDWAY®. NORTH CAROLINA SPEEDWAY®, THE ROCK®. PHOENIX INTERNATIONAL SPEEDWAY®, THE PHOENIX MILE™, PIRTM®, WORLD'S FASTEST ONE-MILE-PAVED OVAL™, COPPER WORLD CLASSIC®, RICHMOND INTERNATIONAL RACEWAY®, RACING PERFECTION™, THE ACTION TRACK®, TALLADEGA SUPERSPEEDWAY®, TALLADEGA®, WATKIN'S GLEN®, THE GLEN®, WATKINS GLEN INTERNATIONAL®, NEW YORK'S THUNDER ROAD™. Ford Oval, Ford Racing and nameplates are registered trademarks owned and licensed by Ford Motor Company. Chevrolet, Chevy, The "Bow Tie" Emblem, Monte Carlo, and all related Emblems and vehicle body designs are General Motors Trademarks used under license to Electronic Arts Inc. Dodge is a trademark of DaimlerChrysler Corporation. Dodge Viper, Dodge SRT-4, Dodge Magnum and their trade dress are used under license by Electronic Arts Inc. © DaimlerChrysler Corporation 2004. STP® trademark used under license. Trademarks of The Coca-Cola Company are used with the permission and under the authority of The Coca-Cola Company, owner of the trademarks COCA-COLA, COKE and the Coca-Cola Racing Family. All other car, team, and driver images, track names, trademarks, and other intellectual property are used under license from their respective owners. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

**PROOF OF PURCHASE  
NASCAR 2005: CHASE FOR THE CUP  
147765**

